

# Sirena



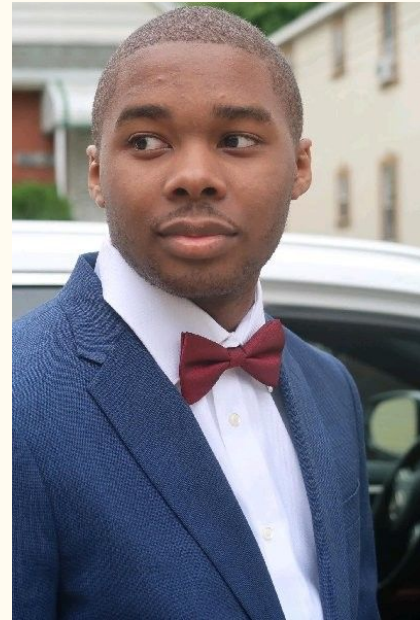
player

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Isaias Acosta, Edgar Alejandro

# About Me

My name is Jonathan Clement and I am a programmer and 2D Concept artist with a focus on environments.

I love to design unique fantasy or futuristic worlds that draw in new people, ideas, and experiences

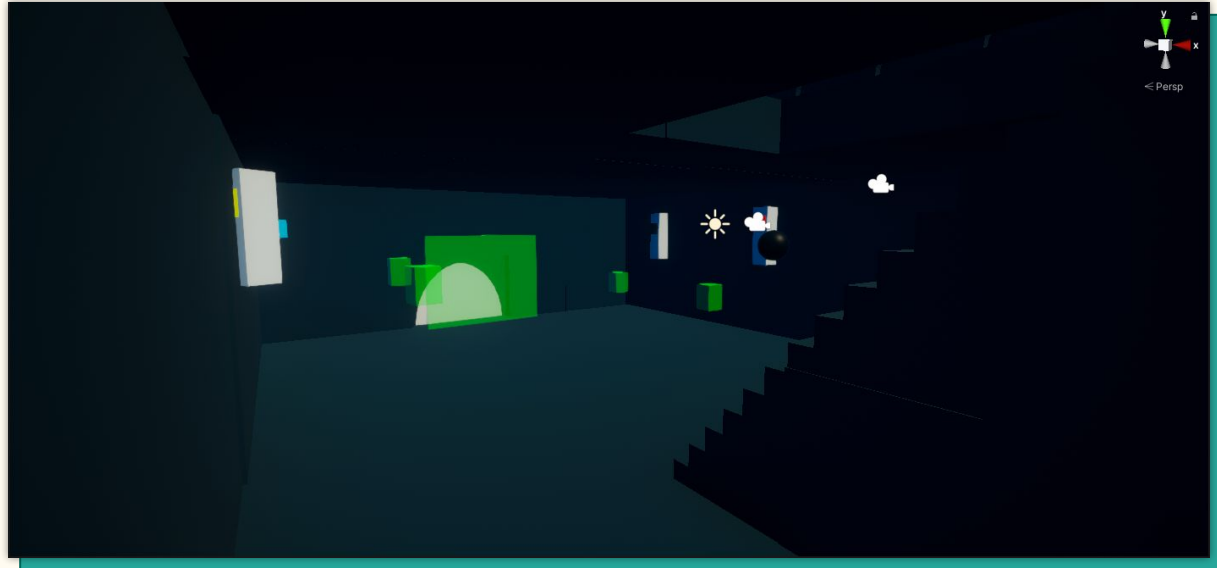


About me cont.

Portfolio | Jonathan Clement  
(jimdosite.com)

## Project Description

The project that my group and I are working on is called Serena. It's a simple story about a mermaid and her new and unfortunate experiences surrounding the history of her ocean and its relationship with pollution.



# Programming

My Job on this project is to be the head programmer. I make sure the player character can move, swim, look around, and be able to interact with the environment around it.

```
@ Unity Script (1 script reference) | 0 references
public class FinalLevel : MonoBehaviour
{
    /*This section of code makes it so that we can track the status of the relics and a text object. It also makes it so they can be affected by a check
    that is a bool(true or false)*/
    public GameObject Relic;
    public Text text;
    private bool check = false;
    public bool check2 = false;

    // Start is called before the first frame update
    @ Unity Message | 0 reference
    void Start()
    {
        // This makes the game objects (the relic and text) not appear in the game until reactivated
        Relic.gameObject.SetActive(false);
        text.gameObject.SetActive(false);
    }

    @ Unity Message | 0 references
    private void OnTriggerEnter(Collider other)
    {
        //This checks if the player collides with the object this script is attached to. And if they do collide it does the actions below.
        // This sets the text to become active, then it changes one of the checks to be true
        text.gameObject.SetActive(true);
        check = true;
    }

    @ Unity Message | 0 references
    private void OnTriggerExit(Collider other)
    {
        // This checks to see when the player stops colliding with the object this script is attached to.
        // This sets the text back to being inactive and sets the check back to being false;
        text.gameObject.SetActive(false);
        check = false;
    }

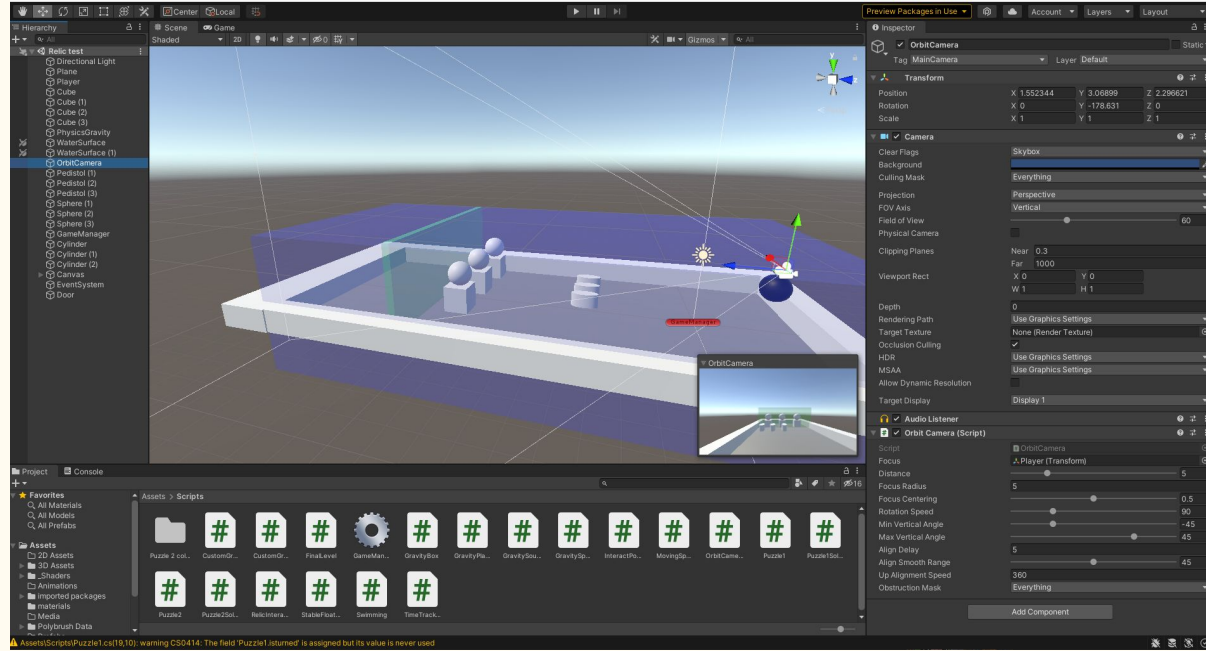
    // Update is called once per frame
    @ Unity Message | 0 references
    void Update()
    {
        RelicPlace();
    }

    @ Reference
    void RelicPlace()
    {
        /* This code does many things
        * It first checks to see if both flags (check and check2) are both set to true, it also checks to see if the player has all three relics
        * Then the code checks to get the set interact button from the player (X on xbox controller)
        * If all of this is seen by this system, it then makes the relic appear on the pedestal, and it adds 1 to the value of placed relics
        * It also sets check 2 to be true if all the relics have been placed
        * The code will NOT work if the placed value is greater than 3*/
        if (GameManager.Placed > 3)
        {
            check2 = true;
            Debug.Log("you cannot place more Relics!");
        }
        else if (check2 == false && check == true && GameManager.Relic == 3)
        {

```

# Programming/design

Here, along with programming, I have to make sure my code is linked to the appropriate objects. I also have to make sure that the puzzles that I make are functional in the world of the game, and not a separate isolated area that i used to try out the puzzle.



# Challenges

- Creating simple code that can be easily accessed and edited
- Creating puzzles that can be changed flexibly
- Annotating my code so that it can be easily understood by anyone who reads it
- Preventing future issues in the code

# Puzzles

In Serena we have opted to add 2 puzzles.

## **Puzzle 1:**

The player has to touch a switch which then in turn opens a door that closes shortly after. The player has to touch the 3 switches and pass through all 3 doors before they close.

## **Puzzle 2:**

The player has to turn multiple pillars and have them be at the right orientation to get the door to open





## Puzzle 2 Example

# Implementation Example

# Final Thoughts



**Thankyou**

For Listening